



CURRICULUM HANDBOOK YEAR 8 - 2020



NEWCASTLE HIGH SCHOOL

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KEY TERMS

The NSW Education Standards Authority (NESA)

This is the NSW government body responsible for the curriculum in all schools from Kindergarten to Year 12.

Key Learning Areas (KLAs)

These are broad categories of subjects. The Years 7–10 curriculum is organised into eight key learning areas:

- English
- Mathematics
- Science
- Human Society & Its Environment (HSIE)
- Personal Development, Health & Physical Education (PDHPE)
- Creative and Performing Arts
- Technological & Applied Studies (TAS)
- Languages other than English (LOTE)

Core Curriculum

The Core Curriculum is the group of subjects studied by all students in a particular year level.

Elective Subject

An elective subject is a subject that a student may choose to do.

Stage

This is a period of learning, typically of two years' duration.

Stage 4 refers to Years 7 & 8, Stage 5 refers to Years 9 & 10 and Stage 6 refers to Years 11 & 12.

Record of School Achievement (RoSA)

Certification students receive a RoSA if they leave school prior to completing the HSC.

100 Hour Elective

An elective subject that is studied for one year only.

200 Hour Elective

An elective subject that is studied for two years, in both Years 9 & 10.

YEAR 8 CURRICULUM

Year 8 is an exciting time of change in your education.

All students will study the core curriculum subjects of:

- English
- Mathematics
- Science
- Human Society & Its Environment
- Personal Development, Health & Physical Education
- Visual Arts
- Music

Students will complete one semester of Technology Mandatory, completing units of work in Engineered Systems and Food & Agriculture. They will also study three electives of their choice. Elective courses are undertaken over one semester only.

Elective courses allow students to spend more time on learning areas they are interested or talented in. The options you choose this year will allow you to learn more about those particular subjects, which will help guide future elective choices.

Students must select:

- one from the MATERIALS TECHNOLOGY list
- one from the PASSION ELECTIVES list
- and another one from either group

Read the CURRICULUM HANDBOOK carefully with your parent or caregiver and discuss which courses best suit your interests. Talk to your teachers to find out more information about particular courses. Talk to other students about the courses, but remember:

Make your selection based on your interests, not what your friends are doing

Some courses have no fees, but others attract a fee contribution to cover the cost of materials and consumables. These course fees are mandatory and must be paid by students who wish to undertake these courses. Please take this into consideration when selecting the subjects you wish to participate in.

We will make every effort to ensure that you receive your preferred elective choices, but students are required to give a reserve choice in the event that a course does not have sufficient interest to run.

| YEAR 8 COURSES OFFERED 2020 | | | |
|-----------------------------|------|-------------------------------------|------|
| MATERIAL TECHNOLOGIES | | PASSION ELECTIVES | |
| COURSE | FEE | COURSE | FEE |
| Metal and Timber | \$40 | Ag in the City | \$50 |
| Textiles | \$30 | Analysing Sport | NIL |
| | | Creative Crafts | \$20 |
| | | Dance | \$40 |
| | | Drama & Performance | \$15 |
| | | Dreamy Designs | \$30 |
| | | Entertaining with Food | \$65 |
| | | Exploring Games through Electronics | \$30 |
| | | Film Making | \$15 |
| | | Forensic Science | \$30 |
| | | Global Munch | \$65 |
| | | Human Movement | NIL |
| | | Investigating with Mathematics | \$5 |
| | | Let's Play Music | NIL |
| | | Mastery Drawing | \$20 |
| | | Ninja to Anime | \$20 |
| | | Photography & Digital Media | \$40 |
| | | Skateboard Design | \$40 |
| | | Something Fishy | \$10 |
| | | Stat Attack | NIL |
| | | STEM Rollers | \$20 |
| | | Studio Time | NIL |
| | | Sweet Treats | \$65 |
| | | Viva Italia! Viva la France! | \$20 |

SUBJECT CHOICE PROCEDURE

Newcastle High School uses an online process for students to submit their preferred Electives. Once we receive this data, the subjects on each elective line are established to meet the needs of the majority of students.

During Term 4, students will receive confirmation of the electives they have been allocated. There will be an opportunity to request changes to electives at that time.

Choosing Subjects via Webchoice

1. Students log onto their DET Student Portal.
2. **An email will be in the student's account, labelled *Subject Selections*.**
3. Open the email and click on the link provided.
4. Choose your subjects using the drop down menu, then press submit.

You will receive a confirmation email listing the subjects you have expressed interest in. Changes to your selection can be made by repeating the process at any time before the close off date.

Webchoice will open on Friday, August 2 and
close on Monday, August 12.

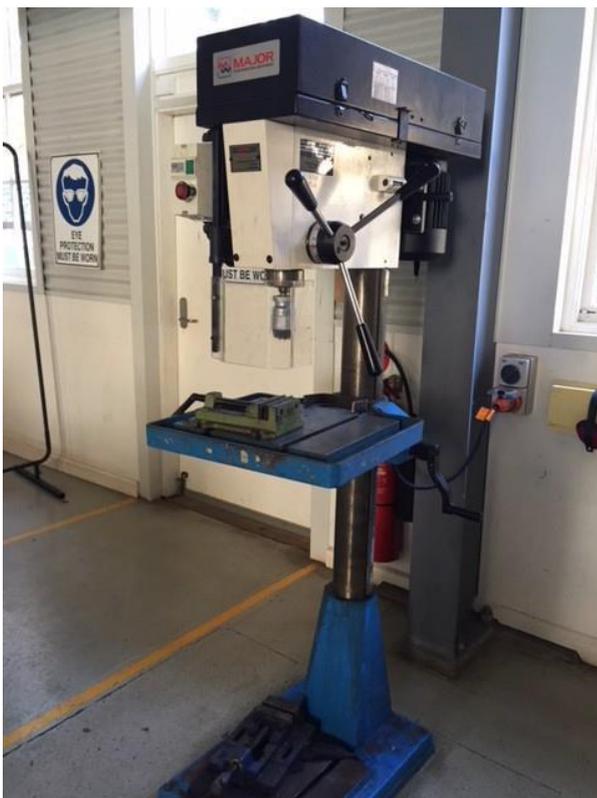
You cannot choose the same subject twice!

MATERIAL TECHNOLOGIES – METAL AND TIMBER

Materials Technologies focuses on the application of specialist skills and techniques to a broad range of traditional, contemporary and advancing materials. Students develop knowledge and understanding of the characteristics and properties of a range of materials through research, experimentation and practical investigation, and when they make products to satisfy identified needs and opportunities. Students will spend one term focusing on metal and one term focusing on timber.



- Design Brief 1 Students will design and make a timber footstool or other timber project. The **footstool must be able to hold an adult's weight and can be no higher than 250mm or longer than 360mm.**
- Design Brief 2 Students design and make a metal junior hacksaw or other metal project. The junior hacksaw must be suitable for cutting various materials; sheet metals, timbers and plastics, and must be suitably adjusted to accommodate different blade types for such cutting applications.



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| FEES: | \$40.00 |
| REQUIREMENTS: | Students are required, at all times, to wear approved fully enclosed leather shoes and safety glasses to participate in practical lessons. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

MATERIAL TECHNOLOGIES - TEXTILES

Materials Technologies focuses on the application of specialist skills and techniques to a broad range of traditional, contemporary and advancing materials. Students develop knowledge and understanding of the characteristics and properties of a range of materials through research, experimentation and practical investigation, and when they make products to satisfy identified needs and opportunities.

- Design Brief 1 Students are hired by a secret bureau to assist them on a special mission. They are to deliver a secret USB to the office for collection by the undercover commander and must design a bag with a small pocket to hold and conceal the USB. Students will experiment with a variety of fabric decoration techniques.



- Design Brief 2 As a resident of New Earth, students will be required to design and produce a textile item that is upcycled. Consideration must be given to reducing waste and using items resourcefully. Products will incorporate natural and sustainable decorative techniques and may include a light source, decorative furnishing or comfort item.



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| FEES: | \$30.00 |
| REQUIREMENTS: | Materials for Design Brief 1 will be supplied by the school. Students are required to supply an upcycled textile item for the completion of Design Brief 2. Trims and decorations for this project must also be supplied by the student. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

AG IN THE CITY

Ag in the City aims to provide an urban **agricultural experience to develop students'** knowledge and understanding of agricultural enterprises, and the practices and skills required in making plant and animal products. Students will develop skills in the effective management of sustainable production and marketing practices that are environmentally and socially responsible.



The course utilizes a practical approach, where students will apply research based learning to hands-on projects, such as:



Design, build and maintain an urban edible garden.



Investigate the requirements for the conservation and sustainable use of invertebrates, such as, worms or bees.



Plan and care for vertebrate animals, such as, calves or hatchlings.

Students will use information and communication technologies to collect, organise and present information related to an agricultural enterprise, and they will learn about and demonstrate safe practices in the use of equipment, materials and tools.



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| FEES: | \$ 50.00 for materials and activities |
| REQUIREMENTS: | |
| CONTACT: | Ms Lidden and Mr Bromfield |

ANALYSING SPORT

Students will undertake an in depth study of their chosen sport. Through research and practical application, students will gain a thorough understanding of the demands and requirements to become a *professional athlete*. Students will discover individual traits and characteristics which may contribute to a long and **successful sporting career**. They will also learn about the 'off field' responsibilities of sporting representatives such as media appearances, community functions etc. This course is comprised of approximately 50% practical and 50% theory and follows the inquiry based learning approach.

Students will compile a portfolio of their work to present at the end of the course.

MAIN TOPICS:

- History of the sport.
- Tactics to succeed.
- Physical and psychological demands on the body and mind for consistently high performance levels.
- Planning a training program.
- Off field requirements and responsibilities of the athletes
- Group presentation on findings.



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| FEES: | NIL However, additional costs may be associated with any planned excursions throughout the semester. |
| REQUIREMENTS: | Wear PE uniform for practical lessons |
| CONTACT: | Mr Anderson |

CREATIVE CRAFTS

Traditional crafts such as knitting, crochet, embroidery, tapestry and weaving are back in fashion. They are a fantastic antidote to our ever-increasing technological world. It is so **satisfying to be able to say "I made this!"** Crafting has been shown to improve concentration, build confidence and reduce anxiety.

In this course, students will have the opportunity to learn the basic skills involved with of a variety of popular yarn crafts. We will begin with the fundamentals of knitting and crochet, then branch out from there in response to student interest. No previous experience necessary.

Students will research, then create, projects of their choice. These could include items of clothing, homewares, toys and/or decorations. Wherever possible, we utilise recycled materials. The only limit is your imagination and perseverance!!

Visits to local craft stores and galleries will be organised. We will also explore the crafts of different cultures and research their history.

At the end of the course we will exhibit our creations, and may even have items available for sale.



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| FEES: | \$20.00 (to cover initial projects) |
| REQUIREMENTS: | Relevant materials for chosen major project. Cost will be dependent on project. |
| CONTACT: | Ms Kadarusman |

DANCE

With Dance students will have the chance to explore a new and exciting subject that provides opportunities for students to engage in creative and collaborative movement with music. The contemporary focus will ensure students are exposed to relevant and current choreography and trends.

Engagement in Dance enriches students' knowledge of other cultures and provides for a safe environment to enjoy the freedom of movement, responding to rhythm and dancing collaboratively in troupes and duos to memorise Dances that they create themselves.

With the integration of new technologies students will record, edit and create Dance films that will be shown to a wide audience and will ensure students develop extensive skills in the digital arts aspects of film, video and photography such as light and sound technologies.

COURSE CONTENT

Choreograph a Dance of their own choosing

Learn a unique choreographed Dance to perform for a specified event

Design and source a costume/s

Consider and design lighting for a performance

Select and consider musical options for a Dance

Learn some classical ballet elements and extend students with established skills

Learn about safe movement and Dance practice

Learn about Dance from other cultures and Indigenous Dance

Visit Dance organisations and Collaborate with external agencies



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| FEES: | \$ 40.00 |
| REQUIREMENTS: | Visual Arts Process Diary |
| CONTACT: | Ms Hepple |

DRAMA AND PERFORMANCE

If you are energetic, creative and enjoy working with others and having fun at the same time, then Drama and Performance is the option for **you**. **This is a practical, 'let's do it'** subject that gets you up and moving. You will participate in dramatic activities, increase your confidence and spontaneity, and learn to work with many people.

COURSE CONTENT

Movement

Mime

Rhythm

Sound

Storytelling

Improvisation techniques

Role play

Performance skills

Acting for the stage



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| FEES: | \$ 15.00 |
| REQUIREMENTS: | Comfortable clothing for practical work |
| CONTACT: | Ms Hepple |

DREAMY DESIGNS

This course enables students to further develop textile practical skills by utilising tools of the trade such as sewing machines, overlocker, commercial patterns and computer technology. Students will work as part of a design team and then apply the design process in a creative manner to individually produce a number of textile items.

The course involves the students completing three design briefs:

- **"Goodnight"** – Students will be introduced to the sewing machine and will produce a product that suits the **"Goodnight"** theme. Possible projects could include PJ shorts/pants, pillow cases or eye masks.
- **"My Style"** – Students will design and produce a number of accessories that suits the **"My Style"** theme. Possible projects could include Fimo jewellery, Pandora-style rings, scrunchies and headbands.
- **"Decorate"** – Students will create a textile art piece suitable for a selected room, based on a theme they have chosen. Techniques include felting, weaving, macramé, hand sewing and embroidery.



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| FEES: | \$ 30.00 |
| REQUIREMENTS: | Students are required to supply woven fabric for completion of textile items. Items required for jewellery design will be supplied. Items needed for textile art projects must be supplied by the student. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

ENTERTAINING WITH FOOD

This subject enables students to develop practical skills in working in the food preparation area as well as developing a knowledge and understanding of nutritional foods.

Throughout the course students will develop skills in teamwork, communication and problem solving. Initiative and self-management are also encouraged whereby students use creative and lateral thinking when designing and having to manage and plan activities within specified time frames.



This course involves students looking at foods through three different design briefs.

- Design Brief 1 Introduces students to the kitchen, learning basic skills of safety, hygiene and equipment usage. Students then design their own breakfast from a given list of ingredients, which is suitable to serve on a breakfast menu at a café.
- Design Brief 2 Students design a café suitable for teenagers to meet and socialise, while considering menu design, costing, marketing and promotion. Students will then run a café to showcase their learning.



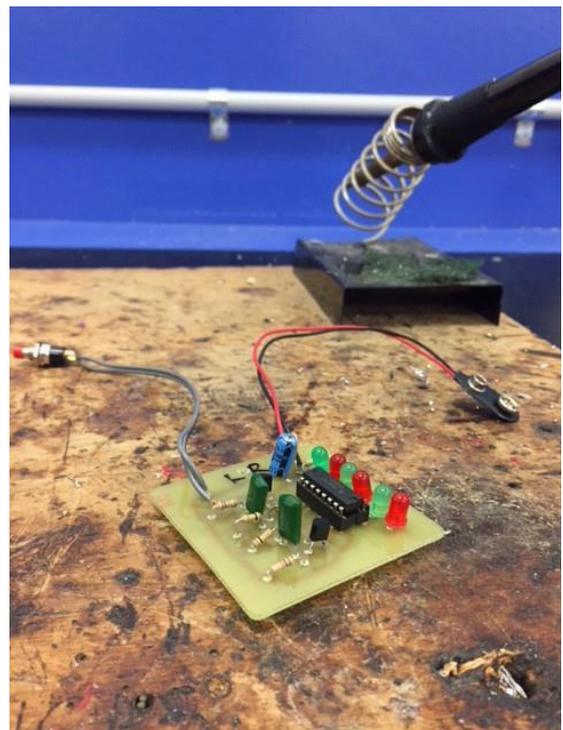
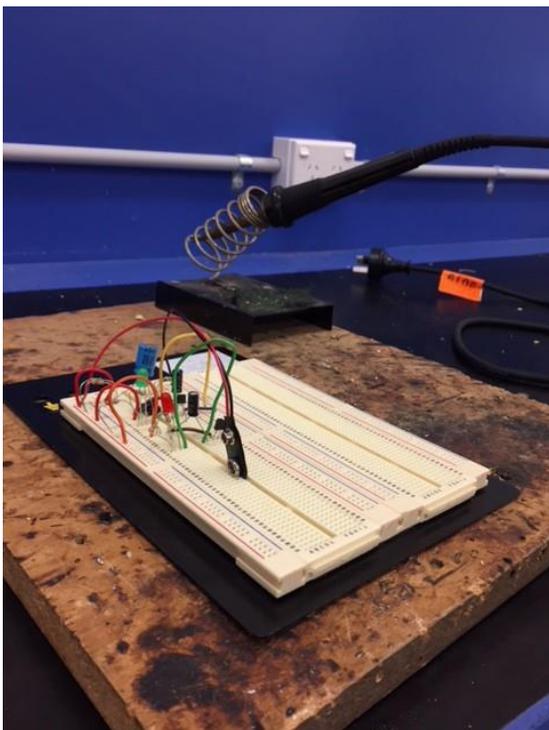
| | |
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| FEES: | \$ 65.00 |
| REQUIREMENTS: | Students are required to wear enclosed leather shoes and bring a container to each practical lesson. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

EXPLORING GAMES THROUGH ELECTRONICS

Students will gain knowledge of safe working practices with electronic components and soldering techniques. You will investigate wire working and stripping; identification of components; basic electrical principles, sources of electrical power; electrical units and calculations.

A number of experiments will be used to illustrate basic principles and a number of electronic devices produced such as a buzzer and flashing light, prior to the design and development of a skills tester game.

- identify, understand and use basic electrical components
- use a variety of component mounting methods
- design and produce a skills tester game
- use soldering irons
- use continuity testers/multimeters in the production and testing of practical projects



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| FEES: | \$30.00 |
| REQUIREMENTS: | Students are required, at all times, to wear approved, fully enclosed leather shoes to participate in practical lessons. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

FILM MAKING

If you are energetic, creative and enjoy working with others and having fun at the same time, then Film Making is the option for you. Students will be challenged to maximise their acting, directorial and filming abilities and enjoyment of film through making, performing and appreciating film and script. Students will participate in actor workshops, study films and create their own scripts and film. Students will learn the importance of written reflection on the function of script writing, film techniques and their personal response.

COURSE CONTENT

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|-------------------|---|
| Elements of film: | Film techniques, film study, using a camera |
| Actor Workshops: | Improvisation, scene starters, characterization |
| Context of Film: | Film conventions |
| Creating Film: | Filming and editing using professional software |



| | |
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| FEES: | \$ 15.00 |
| REQUIREMENTS: | Comfortable clothing for practical work |
| CONTACT: | Ms Hepple |

FORENSIC SCIENCE

Forensic science is a catch-all for many disciplines of science that may be used to help in the determination of a court case, either civil or criminal.

In this course, students will apply concepts of biology, organic and inorganic chemistry, physics, genetics, psychology and anthropology as they explore techniques used in:



crime scene investigation



drug analysis and toxicology



microscopy



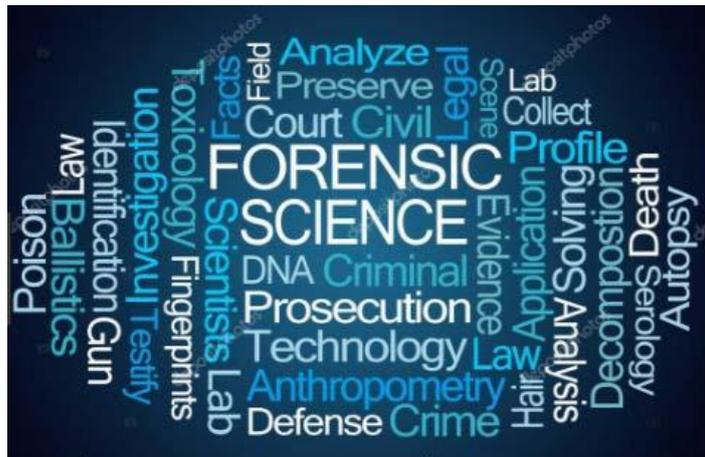
pathology and DNA analysis



fibre and document analysis



fingerprinting



Students will learn to observe, collect, examine, and evaluate evidence associated with criminal cases. Through scientific reasoning and critical thinking, students will evaluate the use of scientific principles as they apply to criminalistics and other life situations.

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| FEES: | \$ 30.00 |
| REQUIREMENTS: | Signed consent form |
| CONTACT: | Ms Lidden, Mr Bromfield |

GLOBAL MUNCH

“Of all the books in the world, the best stories are found between the pages of a passport”

Students travel the world whilst at school by experiencing aspects of living in different cultures from a practical and theory perspective.

Students will be given opportunities to visit various restaurants and specialty stores in the local area, prepare foods from other countries and research into the culture of each country to determine the factors that make each place so unique.

Active learning will take place with the students working in groups to develop a digital learning portfolio on a country of their choice, focusing on the social aspects of each culture, including their eating patterns, eating habits, food production, food use, traditional dishes and celebrations. Foods will be made and photographed to produce a collection of recipes from around the world and collated into a **recipe book called “Global Munchies”**.



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| FEES: | \$65.00 |
| REQUIREMENTS: | Students are required to wear enclosed leather shoes and bring a container to each practical lesson. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

HUMAN MOVEMENT

Human movement is a semester course offered through the PDHPE faculty. It is particularly suitable for students who enjoy the activity and theory concepts offered in their mainstream PDHPE lessons, and would like to continue to learn more about physical activity and the lifelong benefits associated with it.

Students will participate in a range of individual, team and recreational sports. Through participation, they will gain an understanding of the rules of play, as well as the strategies and skills needed to effectively play the games. Students will learn about the benefits of being fit, the components of fitness and the link between physical activity and improved quality of life and wellbeing. The opportunity to participate in suitable recreational activities outside the school is a feature of the course. The course is comprised of approximately 50% practical and 50% theory.

The course comprises of modules on:

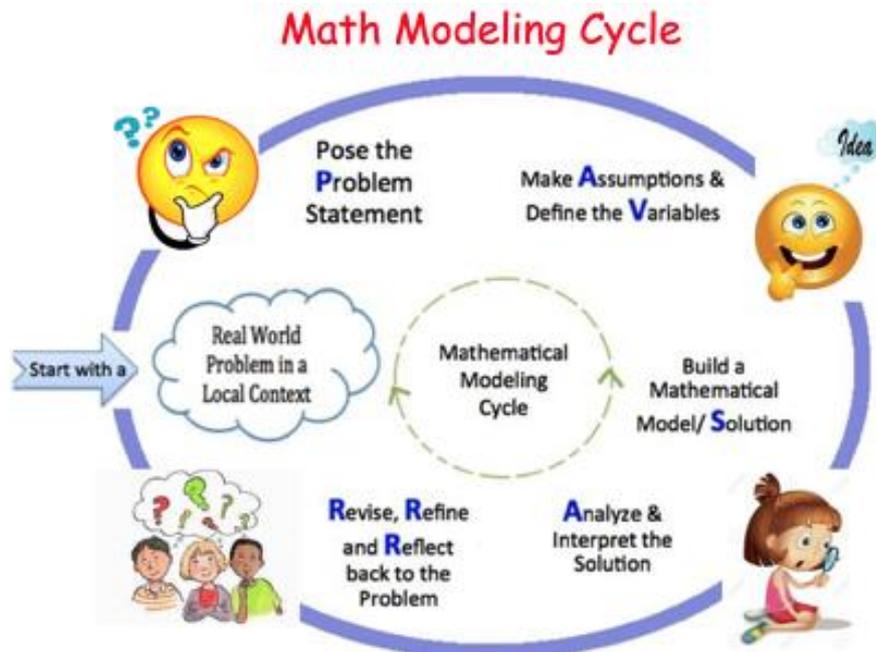
- Components of fitness
- Planning a fitness program
- Nutrition for sports performance and
- Healthy use of leisure and recreation time



| | |
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| FEES: | NIL However, additional costs may be associated with any planned excursions throughout the year. |
| REQUIREMENTS: | Wear PE uniform for practical lessons |
| CONTACT: | Mr Anderson |

INVESTIGATING WITH MATHEMATICS

The Investigating with Mathematics elective aims to promote interest in mathematics and foster positive attitudes amongst students. Students often ask "When we will need this?" The Investigating with Mathematics elective offers the perfect opportunity for students to explore real world problems and use mathematical skills to design and create solutions.



The purpose of the investigation is to explore real life situations and problems to engage students in mathematics. The students will be encouraged to apply critical thinking and creative thinking skills to pose questions and investigate possible solutions.

In this elective students, working individually or in small groups, will have the opportunity to investigate a real world problem and apply mathematical thinking in an attempt to solve the problem.

Students will be able to produce a product of their choice. Products may be a poster, a model, a media, a game or an investigation report. However, the only limit is the student's imagination.



A drain sock is a simple solution to the problem of stormwater pollution.

| | |
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| Fees: | \$5.00 |
| Requirements: | Students are encouraged to bring their own device. |
| Contact: | Mrs Wells |

LET'S PLAY MUSIC

Are you a budding muso?

Do you play an instrument, or would you like to learn?

Let's Play Music is all about;

- collaborating with others
- learning how to use the fully equipped recording studio
- composing and performing
- gaining the experience and confidence to perform in front of an audience.



MAIN TOPICS:

- Enrichment on guitar, keyboard or chosen instrument
- Performance, listening and composition techniques and skills
- Develop and extend skills on the Drums, Guitar, Keyboard and Singing

This course is designed for both the experienced musician and students who are keen **to pick up their first instrument**. **Let's Play Music** allows for group and solo performances and will encourage students to experiment with different genres, until you find your own niche.



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| FEES: | NIL |
| REQUIREMENTS: | Own instrument or instruments are available for loan or hire |
| CONTACT: | Mr Lewis, Mr Myers |

MASTERY DRAWING

Whether you're a beginner or a more experienced artist, the Mastery Drawing elective is open to everyone. From basic technique to specialist genres, you're sure to find drawing techniques to nourish your artistic impulses. The Mastery Drawing elective is fun and relaxing, and will give you the chance to meet others with similar interests.

You will take a practical look at form, shading, colour and perspective with the **guidance of expert professionals**. If you're interested in exploring or developing your potential in drawing, then this course is for you.

COURSE CONTENT

Discuss and synthesise the elements and principles of design into practice.

Draw in perspective.

Learn how light affects form.

Learn colour theory.

Draw using advanced shading techniques.



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| FEES: | \$ 20.00 |
| REQUIREMENTS: | Visual Arts Process Diary |
| CONTACT: | Mr Kondov |

NINJA TO ANIME

Students will have the opportunity to engage and learn about Japanese language and culture in their own personal way. This course provides a variety of ways students can explore the aspect of Japanese culture that interests them.

Areas of student study may include:

- Ninja's/martial arts
- History of Anime in Japan
- Anime around the world
- What is anime?
- Popular Anime
- Types of anime
- How to draw anime
- Creating anime
- Manga
- Digital manga



Every two years the World Languages faculty organizes an excursion to Japan and this course will help to prepare students for this excursion or for future travel to Japan.



This course will include elements of technology, creativity, independent work and self-reflection as well as the opportunity to work together in a team. The group will engage with adults in the community with expertise in aspects of Japanese culture and an excursion to a local Japanese restaurant.

The project will culminate in an exhibition, where students will have the opportunity to display and discuss their work with family and members of the school community.

| | |
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| FEES: | \$ 20.00 |
| REQUIREMENTS: | Students will be provided with all basic course materials. |
| CONTACT: | Ms Biasiol, Ms Durie |

PHOTOGRAPHY & DIGITAL MEDIA

In this course you will learn what all of the different shooting modes of your camera are used for and how they can be applied to essential photographic techniques. Starting at the very beginning, we introduce you to your camera, lenses and other essential items that comprise a good photographic kit. This introduction to photography logically progresses to giving you an understanding of the operation of your camera in manual mode where you will gain true creative control.

This elective will also stimulate your creative eye by introducing you to simple compositional techniques as well as developing an understanding of working with various lighting conditions, a main key of photography. We will help you to develop the ability to pre-visualise a photograph and create some amazing images.

Main topics:

Wet Photography:

Black and white photography - students learn to use a camera, develop negatives and print photographs. Special effects and hand colouring are developed as students learn about the works of contemporary photographers.

Dry photography:

Explored via digital cameras, mobile phone cameras **and the use of 'Photo shop'** to create and manipulate digitally generated images.



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| FEES: | \$ 40.00 |
| REQUIREMENTS: | Visual Arts Process Diary and Memory Stick |
| CONTACT: | Mr Kondov |

SKATEBOARD DESIGN

In this course you will have the opportunity to create images that you will put on your very own skateboard. You will receive your very own timber skateboard deck which you can add wheels and ride if you desire or you can hang in your room as a piece of art. The course will allow you to look at graphic images used in skateboard designs before you create your own, both traditionally and digitally, using Wacom drawing tablets and Adobe Illustrator. You will also have the opportunity to go on excursions to local skate shops to look at cool examples and gather ideas.

If you like skateboarding or just love cool graphic arts, this is the course for you!

Main Topics

- Graphic illustration
- Stylisation
- Digital illustration
- Deck design



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| FEES: | \$ 40.00 (skateboard deck included) |
| REQUIREMENTS: | Visual Arts Process Diary |
| CONTACT: | Mr Kondov |

SOMETHING FISHY

Students will participate in a range of hands on fishing skills such as casting, rigging and tying knots, making lures and fishing and bait collecting excursions.

Through participation they will develop new skills and knowledge about fishing and develop a greater understanding and appreciation for their natural environment. They will learn about the NSW recreational fishing rules and regulations and the importance of a sustainable fishing industry.

This course will be mainly practical, based around hands on experience, with some theory exercises in class.

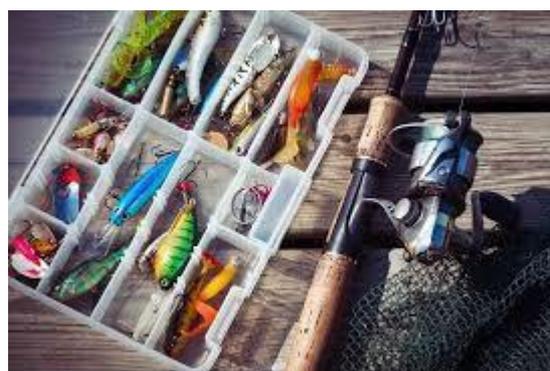
Students will be required to prepare a presentation at the end of the course to demonstrate their learning experience, student choice.

Examples could include, but not be limited to:

- Notated photographic diary
- Fish information poster
- Hand-made lure collection
- Oral presentation
- Brag board
- Video presentation



| Modules covered | | | |
|-------------------------|---|---------------------------|---------------------------------------|
| Estuary Fishing | Recreational Fishing in NSW | Beach Fishing (excursion) | Baits and bait collecting (excursion) |
| Rock Fishing and Safety | Fish species identification and behaviour | Seafood Preparation | Tackle, rigging and lure making |

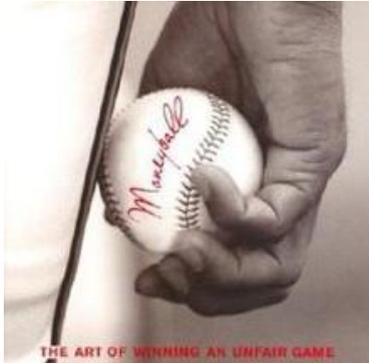


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| FEES: | \$10.00 |
| REQUIREMENTS: | Students will be provided with basic tackle requirements for the course. An additional fee may be required if an excursion outside the school requiring travel is included. |
| CONTACT: | Mr Johns |

STAT ATTACK: THE MONEYBALL

The world of data has arrived!

Decision making is intense. Good decisions are critical. Bad decisions are career ending.



The movie, *The Moneyball*, was based on the true story of Oakland A's general manager Billy Beane and his successful attempt to assemble a baseball team on a lean budget by employing computer-generated analysis to acquire new players. Billy Beane proved that if you use the data to make an informed decision, you can achieve success.

In the modern sporting world, there is no more space for opinions and coaches cannot be allowed to fall in love with their ideas. They have to rely on numbers.

| DOMINANT TACKLES | | |
|------------------|---------------------|------------------|
| Rank | Matches | Dominant tackles |
| 1 | Sam Burgess | 20 31 |
| 1 | Matt Prior | 24 31 |
| 3 | Sione Mata'utia | 23 26 |
| 4 | Aidan Guerra | 24 25 |
| 5 | George Burgess | 24 23 |
| 6 | Kurt Capewell | 17 22 |
| 7 | Angus Crichton | 22 21 |
| 7 | Issac Luke | 22 21 |
| 7 | Cameron Murray | 22 21 |
| 7 | Dean Whare | 22 21 |
| 7 | James Fisher-Harris | 23 21 |
| 7 | Chad Townsend | 24 21 |



| Player Focus - Max Kruse | | Bundesliga 2012/13 | |
|--------------------------|--------|---------------------|--------|
| + Strengths | | Appearances | 33(1) |
| Holding on to the Ball | Strong | Goals / Assists | 11 / 8 |
| Crossing | Strong | Shots per Game | 2.4 |
| Through Balls | Strong | Conversion Rate | 13.8% |
| Key Passes | Strong | Key Passes Per Game | 2.7 |
| Passing | Strong | Dribbles Per Game | 2.7 |
| Dribbling | Strong | Crosses Per Game | 1.2 |
| Taking Set Pieces | Strong | Passes Per Game | 38.4 |
| - Weaknesses | | Pass Accuracy | 82.1% |
| Aerial Duels | Weak | WhoScored Rating | 7.51 |
| Defensive Contribution | Weak | | |



In this elective, students will explore how to collect data from a game, how to analyse it and design a report based on the data.

Students will connect with people who make a career from analysing data to improve sporting performance. They will work with coaches to identify relevant data and will work in teams to collect data from real games. Visits to sports teams will be organised. At the end of the course students will exhibit an example of their data analysis.

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| Fees | Fees: NIL (An Opal card may be required for travel) |
| Requirements: | Students are encouraged to bring their own device. |
| Contacts: | Mrs Wells (Mathematics Faculty) |

STEM ROLLERS

Ready ... to ... ROLL!

In STEM ROLLERS, students will engage in activities designed to focus on all the principles of STEM (Science, Technology, Engineering and Mathematics). Among a variety of activities, students will code and design roller coasters and race tracks for roving robots to follow and compete against classmates.

Key features of the course will include three dimensional modelling and coding through the use of design projects. Computers will be used in all lessons with online tutorials. No prior knowledge is required and all tasks allow students to demonstrate practical and conceptual understanding of each of the topics.

Components of the project include a:

- Roller coaster designed and developed using Minecraft Education Edition
- 3D race track built from raw card materials
- Roller Coaster based theme park using Roller Coast Tycoon
- Sphero robot racer coded specifically to follow the race track



Throughout the course of the project, students will develop skills in the understanding of physics, mathematics, programming languages, town planning, business budgeting and construction. There definitely will be learning in each lesson, but students may be having too much fun to notice!



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| FEES: | \$ 20.00 |
| REQUIREMENTS: | Bluetooth enabled smartphone |
| CONTACT: | Mr Biddle |

STUDIO TIME

In this course you will have the opportunity to use recording and production software to create tracks. You will have the opportunity to record yourself or a friend in our onsite studio. The course will allow you gain basic knowledge of recording software, editing tracks and microphone placement. You will also have the opportunity to go on excursions to professional studios and see professional musicians and recording engineers at work.

If you like music and want to learn how to create your own tracks, this is the course for you!

Main Topics

- Music recording software
- Microphone technique and placement
- Audio effects
- Mixing



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|---------------|-------------------------|
| FEES: | NIL |
| REQUIREMENTS: | Technical Process Diary |
| CONTACT: | Mr Lewis |

SWEET TREATS

Students will learn the basics of planning and preparing foods such as biscuits, cakes, pastries, desserts and sweets. They will have the opportunity through hands on practical work to learn the chemistry behind what enables the successful production of these products.

Students will visit local cake shops at Marketown to observe the techniques and types of baked goods that are "in vogue". Guest chefs will demonstrate techniques to students in how to produce quality food products.

An individual learning portfolio showcasing the stages of the design process used to produce a quality food product will be developed. This could be a cupcake, slice, cookie etc. This food product will then be mass produced and packaged to sell at a cake stall to raise money for a nominated charity.



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| FEES: | \$65.00 |
| REQUIREMENTS: | Students are required to wear enclosed leather shoes and bring a container to each practical lesson. |
| CONTACT: | Mrs Munro (TAS Head Teacher) |

VIVA ITALIA! VIVE LA FRANCE!

France and Italy are the world's most popular tourist destinations. This course is an introduction to French and Italian customs focusing on both countries rich cultural heritages. This course aims to explore and expand **student's knowledge of aspects of** Italian and or French culture.

Student will undertake a project based learning approach on a cultural aspect of their choice.

Possible areas of study:

- European sports
- Food
- Tourism
- Travel
- Architecture
- Fashion
- Technology
- Art



This course will include elements of technology, creativity, independent work and self-reflection as well as the opportunity to work together in a team. The group will engage with adults from our school community with experience in aspects of French or Italian culture and attend excursions to local restaurants and cafes.

The project will culminate in an exhibition, where students will have the opportunity to display and discuss their work with family and members of the school community.



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|---------------|--|
| FEES: | \$ 20.00 |
| REQUIREMENTS: | Students will be provided with all basic course materials. |
| CONTACT: | Ms Biasiol, Ms Durie |



Respect, Responsibility & Participation

NEWCASTLE HIGH SCHOOL

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